

Google

[Web](#) [Images](#) [Video](#) [News](#) [Maps](#) [more »](#)

overlaying a virtual marker on a real instrumen

Search

[Advanced Search](#)
[Preferences](#)**Web** Results 1 - 10 of about 141,000 for **overlaying a virtual marker on a real instrument** . (0.11 seconds)**Scholarly articles for overlaying a virtual marker on a real instrument**

Collaboration with tangible augmented reality interfaces - Billingham - Cited by 5
An **instrument** that isn't really [Laboratory **Virtual** ... - Santori - Cited by 14
Collaborative Mixed Reality - Billingham - Cited by 142

[PDF] A Ubiquitous Computing Environment Composed by Cooperation between ...

File Format: PDF/Adobe Acrobat

An example of **overlaying a virtual** object. Figure 6. Ubiquitous Chip. tion parts. When the receiving program detects a transition. in the **marker** ...

ieeexplore.ieee.org/iel5/10199/32542/01521241.pdf?arnumber=1521241 - [Similar pages](#)

[PDF] Use of augmented reality in education - EUROCON 2003. Computer as ...

File Format: PDF/Adobe Acrobat

between, since it's basic idea is **overlaying virtual** objects on. a. **real** world image thus ...

This means that we could put fiducial **markers** on **real** ...

ieeexplore.ieee.org/iel5/8828/27950/01248213.pdf - [Similar pages](#)

[PDF] Texture Overlay onto Deformable Surface for Virtual Clothing

File Format: PDF/Adobe Acrobat

of **overlaying a virtual** object onto **real** scene, is used. mainly for rendering a **virtual** image ... to be recognized as wrong **markers** near the **real markers**. ...

portal.acm.org/ft_gateway.cfm?id=1152431&

type=pdf&coll=&dl=ACM&CFID=15151515&CFTOKEN=... - [Similar pages](#)

artoolkit

Since the **virtual** and **real** camera coordinates are the same, the computer graphics that are drawn precisely **overlay** the **real marker** (Figure 3). ...

www.equator.ecs.soton.ac.uk/projects/artoolkit/ - 17k - [Cached](#) - [Similar pages](#)

[PDF] Support System for Guitar Playing using Augmented Reality DisplayFile Format: PDF/Adobe Acrobat - [View as HTML](#)

overlaying a virtual hand model and lines onto a **real** guitar. The ... of the **marker** and this natural feature for tracking the guitar enabled ...

www.ozawa.ics.keio.ac.jp/Saito/paper/pdf/MotokawaSaito_Online_243-244.pdf -

[Similar pages](#)

Emerald FullText Article : Augmenting reality for telerobotics ...

This may be thought of as a **virtual instrument** panel. At a higher level, the user might, for instance, position a 3D stereo cursor on part of the **real world** ...

www.emeraldinsight.com/Insight/viewContentItem.do?

contentType=Article&hdAction=Inkhtml&contentId=... - [Similar pages](#)

[PDF] Magic Music Desk: A Tangible and Ubiquitous Multimodal Music and ...File Format: PDF/Adobe Acrobat - [View as HTML](#)

Virtual Objects. Marker. Camera on the. top of desk. **Virtual Instrument** ... is sent to the control block to ensure the precise **overlay** of **virtual** ...

mcs.open.ac.uk/mobsound/FINAL_zhying.pdf - [Similar pages](#)

[PDF] The Table is The Score:An Augmented-Reality Interface for Real ...

File Format: PDF/Adobe Acrobat - [View as HTML](#)

defined as the "**overlaying** of dynamic and context-specific information over the visual field ... accurate registration between the **real** and **virtual** scenes. ...

www.flong.com/writings/articles/levin_scrapple_20060320_1200dpi.pdf - [Similar pages](#)

[r-98-56](#)

An alternative approach is through Mixed Reality (MR), the **overlaying** of **virtual** objects on the **real** world. This allows users to see each other and the **real** ...

www.hitl.washington.edu/publications/r-98-36/ - 66k - [Cached](#) - [Similar pages](#)

[\[PDF\] Dynamic organ modeling for minimally-invasive cardiac surgery](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

markers of known **real**-space location. The summation was based on multiple snapshots of four ... The **overlay** (a) of the optical (b) and the **virtual** (c) ...

www.imaging.robarts.ca/~tpeters/content/grouppubs/om/SzapalaS_02_Szpala%20et%20al%20SPIE%20Jan2004.pdf - [Similar pages](#)

Result Page: 1 2 3 4 5 6 7 8 9 10 [Next](#)

[Search within results](#) | [Language Tools](#) | [Search Tips](#) | [Dissatisfied? Help us improve](#)

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

©2007 Google

[Google](#)[Web](#) [Images](#) [Video](#) [News](#) [Maps](#) [more »](#)[Advanced Search](#)
[Preferences](#)

Web Results 11 - 20 of about 141,000 for **overlaying a virtual marker on a real instrument** . (0.08 seconds)

[PDF] [Experimental evaluation of accuracy of radiofrequency ablation ...](#)

File Format: PDF/Adobe Acrobat

The ultraguide system is. a three-dimensional positioning. system creating an **overlay** of the. **real**-time ultrasound image and a. **virtual** image of the device. ...

www.springerlink.com/index/L4X10T503DN032P4.pdf - [Similar pages](#)

[PDF] [LNCS 2878 - Cardiac Endoscopy Enhanced by Dynamic Organ Modeling ...](#)

File Format: PDF/Adobe Acrobat

Static **overlay** of the **real** (optical endoscope) and **virtual** images of the heart ... based on the screen coordinates of a fiducial **marker** placed on the ...

www.springerlink.com/index/4LB9K9W7CQ7177DA.pdf - [Similar pages](#)

[Augmented reality guided **instrument** positioning with modulated ...](#)

In augmented reality guided **instrument** placement, the physician has "**virtual** X-ray vision" by seeing internal structures or **markers** superimposed on his **real** ...

www.freepatentsonline.com/7176936.html - 98k - [Cached](#) - [Similar pages](#)

[PDF] [M:/med/medarpa/Docs/Eigene Docs/EG_MedPrize/EG_MedPrize.dvi](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

overlay. The tracking tasks are performed employing a hybrid tracking system combining ... In addition, a **virtual** model of the **real instrument** is visualized ...

www.igd.fraunhofer.de/igd-a7/projects/medarpa/EG_MedPrize.pdf - [Similar pages](#)

[The Expert Surgical Assistant: An Intelligent **Virtual** Environment ...](#)

A miniature **instrument marker** present in the model follows the users motions exactly. ...

Unlike in the **real** world, the **virtual** world designer has complete ...

www.hitl.washington.edu/publications/p-95-13/ - 56k - [Cached](#) - [Similar pages](#)

[PDF] [Research article Augmenting reality for telerobotics: unifying ...](#)

File Format: PDF/Adobe Acrobat

augmented reality for **overlaying** instructions ... so that the **real** and the **virtual** are registered, a. **virtual instrument** panel and an interactive 3D ...

www.emeraldinsight.com/Insight/html/Output/

Published/EmeraldFullTextArticle/Pdf/0490250604.pdf - [Similar pages](#)

[Virtual Fluoroscopy: Multiplanar X-Ray Guidance with Minimal ...](#)

These **markers** are affixed to the patient using a dynamic reference array (DRA), ... In conclusion, **virtual** fluoroscopy expands upon the **real**-time imaging ...

www.spineuniverse.com/displayarticle.php/article355.html - 34k - [Cached](#) - [Similar pages](#)

[Developing a Generic Augmented-Reality Interface](#)

The video capture subsystem uses the camera's output to **overlay virtual** images onto the video in **real** time as described in the "Tracking and Registration in ...

doi.ieeecomputersociety.org/10.1109/2.989929 - [Similar pages](#)

[ScienceDirect - Automation in Construction : Compatibility issues ...](#)

By **overlaying** the **virtual** pipe onto the **real** tracking **marker** in the user's view using a video-based see-through HMD, task performance is expected to ...

linkinghub.elsevier.com/retrieve/pii/S0926580505000671 - [Similar pages](#)

[PDF] [Implementation and Evaluation of an Augmented Reality System ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

The **virtual overlay** of the **instrument** changes. colours: red for non-correct direction to ...

The patient is registered to the system using the CT-markers. ...

[ami2004.loria.fr/PAPERS/12elhgdvdeib.pdf](#) - [Similar pages](#)

Result Page: **[Previous](#)** [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) **[Next](#)**

[overlaying a virtual marker on a real](#)

[Search](#)

[Search within results](#) | [Language Tools](#) | [Search Tips](#)

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

©2007 Google

Google

[Web](#) [Images](#) [Video](#) [News](#) [Maps](#) [more »](#)

overlaying a virtual marker on a real instrumen

[Advanced Search](#)
[Preferences](#)

Web Results 21 - 30 of about 141,000 for **overlaying a virtual marker on a real instrument** . (0.06 seconds)

[PDF] [INPRES \(intraoperative presentation of surgical planning and ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

For **overlay** of **virtual** data with a **real** patient we use a commercial ... These **marker**-based tracking bodies are detected with the help of infrared light ...

www.iain.ira.uka.de/dilepis2/data/File/Publications/salb-SPIE-EI2003.pdf - [Similar pages](#)

[doc] [Software Framework for a Surgical Guidance System using Magnetic ...](#)

File Format: Microsoft Word - [View as HTML](#)

Image **Overlay** - Slicer[5] was extended to take fluoroscope input and project a 3D representation of an **instrument** onto the image using the previously ...

www.cs.jhu.edu/~mthober/papers/bhargava-mmvr01.doc - [Similar pages](#)

[digitalexperience » 2006 » November](#)

The position of the physical **markers** are tracked using a camera and custom software. This enables **overlay** of **virtual** content on the cube. ...

www.digitalexperience.dk/?m=200611 - 63k - [Cached](#) - [Similar pages](#)

[PDF] [Augmented Reality in Surgery](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

Now based on the **markers** the tracking system registers the **real** patient with the. **virtual** patient and the surgeon. The patient's three-dimensional model ...

typo3.cs.uni-paderborn.de/.../Informatik/AG-Domik/teaching/seminar/medical_images/ARSurgeryAusarbeitung2.pdf - [Similar pages](#)

[PDF] [Virtual Window for Improved Depth Perception in Medical AR](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

system allows for more options how to combine **real** and **virtual** im- ... ther surgical **instruments**. The **marker** frame target has an excep- ...

ar.in.tum.de/pub/bichlmeier2006window/bichlmeier2006window.pdf - [Similar pages](#)

[PDF] [Reference for Preparation of Papers for VR-AR-Proccedings](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

Figure 4: The **virtual overlay** of the **instrument** changes colours: red for ... Figure 6. depicts the registration of one **marker** with the registration device. ...

informatiksysteme.pt-it.de/vr-ar-3/projekte/medarpa/paper_MEDARPA.pdf - [Similar pages](#)

[PDF] [Spatial Sound Localization in an Augmented Reality Environment](#)

File Format: PDF/Adobe Acrobat

concerned with **overlaying virtual** graphics on the **real**. world. In contrast, we are interested in ... playing from the location of the **virtual instruments**. ...

portal.acm.org/ft_gateway.cfm?id=1228197&type=pdf&coll=&dl=GUIDE&CFID=15151515&CFTOKEN... - [Similar pages](#)

[PDF] [Accuracy of needle implantation in brachytherapy using a medical ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

In addition, a **virtual** model of the **real instrument** is visualized together ... of Head Volume Images Using Implantable Fiducial **Markers**," IEEE Trans. on ...

www.igd.fhg.de/igd-a7/publications/swesarg/SPIE2004_Medarpa_C.pdf - [Similar pages](#)

[PDF] [Presentation of December 2001 Deliveries to A&D for Marker-Less ...](#)

File Format: PDF/Adobe Acrobat - [View as HTML](#)

Medical AR. Fusion of "Real" and "Virtual". images. patient. **instruments**. models of patient ... Correct **overlay** requires to match **real** and **virtual** ...
campar.in.tum.de/twiki/pub/Chair/TeachingWs04IOIV/19AR.pdf - [Similar pages](#)

(R&D Horizons) **Virtual** Reality Moves into the Medical Mainstream ...

The user sees the **virtual** image as a transparent **overlay**; however, there are no electronics between the user's eye and the **real** world. ...

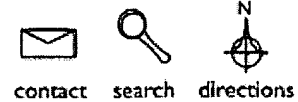
www.devicelink.com/mddi/archive/00/05/004.html - 50k - [Cached](#) - [Similar pages](#)

Result Page: **Previous** [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [11](#) [12](#) **Next**

[Search within results](#) | [Language Tools](#) | [Search Tips](#)

[Google Home](#) - [Advertising Programs](#) - [Business Solutions](#) - [About Google](#)

©2007 Google



entire bibliography by author
entire bibliography by date

HITLab Publications: Search Results

home
where we are
contact us
search
research projects
■ publications
people
news & events
forum
hitlab nz

Grasset, R., Lamb, P. and Billinghamurst M. (2005). Evaluation of Mixed-Space Collaboration. In *Proceedings of ISMAR 2005*, pp. 90-99. [Available online under other terms] [Authoritative version]

Kurata, T., Sakata, N., Kourogi, M., Kuzuoka, H. and Billinghamurst, M. (2004). Remote Collaboration using a Shoulder-Worn Active Camera/Laser. In *Proceedings of ISWC 2004*, pp. 62-69. [Available online under other terms]

Kurata, T., Sakata, N., Kourogi, M., Kuzuoka, H. and Billinghamurst, M. (2004). The Advantages and Limitations of a Wearable Active Camera/Laser in Remote Collaboration. Presented at *CSCW 2004*, 6-10 November 2004, Chicago, IL. [Available online under other terms]

Kurata, T., Sakata, N., Kourogi, M., Kuzuoka, H. and Billinghamurst, M. (2004). Remote Collaboration using a Shoulder-Worn Active Camera/Laser. In *Proceedings of ISWC 2004*. [Available online under other terms]

Kiyokawa, K., Billinghamurst, M., Campbell, B. and Woods, E. (2003). An Occlusion-Capable Optical See-through Head Mount Display for Supporting Co-located Collaboration. In *Proceedings of ISMAR 03*. [Available online under other terms]

Gaile Gordon, Mark Billinghamurst, Melanie Bell, John Woodfill, Bill Kowalik, Alex Erendi and Janet Tilander (2002). The Use of Dense Stereo Range Data in Augmented Reality. In *Proceedings of ISMAR 2002*, pp. 14. [Available online under other terms]

Kiyokawa, K., Billinghamurst, M., Hayes, S.E., Gupta, A., Sannohe, Y. and Kato, H. (2002). Communication Behaviors of Co-located Users in Collaborative AR Interfaces. In *Proceedings of ISMAR 2002*. [Available online under other terms]

Cheok, A., Weihua, W., Yang, X., Prince, S., Wan, F., Billinghamurst, M. and Kato, H. (2002). Interactive Theatre Experience in Embodied and Wearable Mixed Reality Space. In *Proceedings of ISMAR 2002*, pp. 59-68. [Available online under other terms]

Kiyokawa, K., Billinghamurst, M., Hayes, S., Gupta, A., Sannohe, Y. and Kato, H. (2002). Communication Behaviors of Co-Located Users in Collaborative AR Interfaces. In *Proceedings of ISMAR 2002*, pp. 139-148. [Available online under other terms]

Billinghurst, M. (2002). Real World Teleconferencing. *IEEE Computer Graphics and Applications*, 22(6), 11-13. [Available online under other terms]

Billinghurst, M. (2002). Wearable Appliances: The Future of Wearable Computing. *Appliance Design*, 2, 5-6. [PDF]

Billinghurst, M., Cheok, A., Kato, H. and Prince, S. (2002). Real World Teleconferencing. *IEEE Computer Graphics and Applications*, 2002. [Available online under other terms]

Billinghurst, M. and Kato, H. (2002). Collaborative Augmented Reality. *Communications of the ACM*, 45(7), 64-70. [Available online under other terms]

Poupyrev, I., Tan, D.S., Billinghurst, M., Kato, H., Regenbrecht, H. and Tetsutari, N. (2002). Developing a Generic Augmented-Reality Interface. *Computer*, 35(3), 44-50. [Available online under other terms]

Billinghurst, M., Kato, H. and Poupyrev, I. (2001). MagicBook: Transitioning between Reality and Virtuality. Presented at *CHI 2001*, March 30 - April 5, 2001, Seattle, WA.

Billinghurst, M., Kato, H. and Pair, J. (2001). Mobile Mixed Reality Conferencing. Presented at *International Symposium on Mixed Reality (ISMR 2001)*, March 14-15, 2001, Yokohama, Japan.

Hedley, N., Postner, L., May, R., Billinghurst, M. and Kato, H. (2001). Collaborative AR for Geographic Visualization. Presented at *International Symposium on Mixed Reality (ISMR 2001)*, March 14-15, 2001, Yokohama, Japan.

Billinghurst, M., Kato, H. and Poupyrev, I. (2001). Collaboration with Tangible Augmented Reality Interfaces. Presented at *HCI International 2001*, August 5-10, 2001, New Orleans, LA, USA.

Kato, H., Billinghurst, M., Morinaga, K. and Tachibana, K. (2001). The Effect of Spatial Cues in Augmented Reality Video Conferencing. Presented at *HCI International 2001*, August 5-10, New Orleans, LA, USA.

Billinghurst, M. (2001). Crossing the Chasm. Presented at *International Conference on Augmented Tele-Existence (ICAT 2001)*, 5-7 December 2001, Tokyo, Japan. [PDF]

Billinghurst, M., Kato, H. and Poupyrev, I. (2001). The MagicBook - Moving Seamlessly between Reality and Virtuality. *Computer Graphics and Applications*, 21(3), 2-4. [Available online under other terms]

Hedley, N., Billinghurst, M., Postner, L., May, R. and Kato, H. (2001). Explorations in the use of Augmented Reality for Geographic Visualization. *Presence*, 11(2), 119-133. [Available online under other terms]

Billinghurst, M. and Kato, Hirokazu (1999). Real World Teleconferencing. Presented at *Proceedings of CHI '99, Conference Companion*, May 19-20, 1999, Pittsburgh, PA USA. [Available online under other terms]

Billinghurst, M. and Kato, H. (1999). Collaborative Mixed Reality. In *Proceedings of International Symposium on Mixed Reality (ISMR '99). Mixed Reality--Merging Real and Virtual Worlds*, pp. 261-284.

Billinghurst, M. and Kato, H. (1999). *Collaborative Mixed Reality: Research Results Presented at Virtual Worlds Consortium, May, 1999.* () Seattle, WA: University of Washington, Human Interface Technology Laboratory. [HTML]

Billinghurst, M., Kato, H., Weghorst, S. and Furness, T. A. (1999). *A Mixed Reality 3D Conferencing Application.* (Technical Report) Seattle: Human Interface Technology Laboratory, University of Washington. [HTML] [RTF] [MS-Word]

Emerson, T., Steed, A. and Billinghurst, M. (1999). *Presence Bibliography.* (Technical Report) Seattle, Washington USA/London, UK: University of Washington, University College London. [HTML] [RTF] [PDF]

Billinghurst, M., Bowskill, J., Jessop, M. and Morphett, J. (1998). A Wearable Spatial Conferencing Space. In *Proceedings of Second International Symposium on Wearable Computers (ISWC '98)*, pp. 76-93. [Postscript] [PDF]

Olveres, J., Billinghurst, M., Savage, J., Holden, A (1998). Intelligent, Expressive Avatars. In *Proceedings of First Workshop on Embodied Conversational Characters (WECC '98)*. [HTML] [MS-Word]

Poupyrev, I., Weghorst, S., Billinghurst, M. and Ichikawa, T. (1998). Egocentric Object Manipulation in Virtual Environments: Empirical Evaluation of Interaction Techniques. *Computer Graphics Forum [Eurographics Conference Issue]*, 17(3), C-41-C-52. [HTML] [Postscript] [PDF]

Poupyrev, I., Weghorst, S., Billinghurst, M. and Ichikawa, T. (1998). A Study of Techniques for Selecting and Positioning Objects in Immersive VEs: Effects of Distance, Size, and Visual Feedback. Presented at *ACM CHI '98*, 18-23 April 1998, Los Angeles, CA. [HTML] [RTF] [PDF]

Billinghurst, M., Bowskill, J. and Morphett, J. (1998). WearCom: Wearable Communication Spaces. In *Proceedings of CVE '98*. [HTML] [Postscript] [PDF]

Billinghurst, M., Weghorst, S. and Furness, T. A. III (1998). Shared Space: An Augmented Reality Approach for Computer Supported Collaborative Work. *Virtual Reality*, 3, 25-36.

Savage-Carmona, J., Billinghurst, M. and Holden, A. (1998). The VirBot: A Virtual Reality Robot Driven with Multimodal Commands.

Expert Systems with Applications, 15(4), 413-419.

Billinghurst, M., Baldi, S., Matheson, L. and Philips, M. (1997). 3D Palette: A Virtual Reality Content Creation Tool. In *Proceedings of ACM Virtual Reality Software and Technology (VRST '97)*, pp. 155-156. [HTML] [RTF] [Authoritative version]

Poupyrev, I., Weghorst, S., Billinghurst, M. and Ichikawa, T. (1997). A Framework and Testbed for Studying Manipulation Techniques for Immersive VR. In *Proceedings of ACM Symposium on Virtual Reality Software and Technology 1997 (VRST)*, pp. 21-28. [HTML] [RTF] [Postscript] [PDF] [Authoritative version]

Billinghurst, M., Weghorst, S. and Furness, T. (1997). Wearable Computers for Three Dimensional CSCW. In *Proceedings of First International Symposium on Wearable Computing*, pp. 39-46. [HTML] [RTF] [Postscript] [PDF]

Billinghurst, M., Baldi, S., Miller, E. and Weghorst, S. (1997). Shared Space: Collaborative Information Spaces. In *Proceedings of HCI International '97*, pp. 7-10. [HTML] [RTF]

Billinghurst, M., Bowskill, J., Dyer, N. and Morphett, J. (1997). An Evaluation of Wearable Information Spaces. In *Proceedings of Virtual Reality Annual International Symposium (VRAIS '98)*, pp. 20-27. [HTML] [RTF] [Postscript] [PDF]

Kaufman, S., Poupyrev, I., Miller, E., Billinghurst, M., Oppenheimer, P. and Weghorst, S. (1997). New Interface Metaphors for Complex Information Space Visualization: An ECG Monitor Object Prototype. In K.S. Morgan, H.M. Hoffman, D. Stredney and S. J. Weghorst (Eds.) *Medicine Meets Virtual Reality: Global Healthcare Grid*, (Volume 39, pp. 131-140). Amsterdam: IOS Press OHMSHA. [HTML] [Postscript] [PDF]

Poupyrev, I., Billinghurst, M., Weghorst, S. and Ichikawa, T. (1996). The Go-Go Interaction Technique: Non-Linear Mapping for Direct Manipulation in VR. In *Proceedings of ACM Symposium on User Interface Software and Technology (UIST '96)*, pp. 79-80. [HTML] [Postscript] [PDF] [Authoritative version]

Billinghurst, M. and Savage-Carmona, J. (1996). Adding Intelligence to the Interface. In Bryson, S. *Proceedings of Virtual Reality Annual International Symposium (VRAIS '96)*, pp. 168-176. [HTML]

Savage-Carmona, J., Holden, A. and Billinghurst, M. (1995). A Hybrid System with Symbolic AI and Statistical Methods for Speech Recognition. In Manuela Veloso and Agnar Aamodt (Eds.) *Proceedings of International Conference on Case-Based Reasoning, ICCBR 95*, October 23-26, 1995, Sesimbra, Portugal, pp. 1-13. Berlin: Springer Verlag.

Billinghurst, M. and Weghorst, S. (1995). The Use of Sketch Maps to Measure Cognitive Maps of Virtual Environments. In *Proceedings of Virtual Reality Annual International Symposium (VRAIS '95)*, pp. 40-47. [HTML] [Postscript] [PDF]

Billinghurst, M., Savage-Carmona, J., Oppenheimer, P. and Edmond, C. (1995). *The Expert Surgical Assistant: An Intelligent Virtual Environment with Multimodal Input*. In Weghorst, S., Sieberg, H.B. and Morgan, K.S. *Proceedings of Medicine Meets Virtual Reality IV*, pp. 590-607. [HTML] [RTF]

Billinghurst, M. and Savage, J. (1995). *Directive Interfaces for Virtual Environments: Unpublished technical notes*. Presented at *ACM Symposium on User Interface Software and Technology (UIST '95)*, New York, NY. [HTML] [RTF]

Rose, H. and Billinghurst, M. (1995). *Zengo Sayu*: An Immersive Educational Environment for Learning Japanese*. (Technical Report) Seattle, WA: Human Interface Technology Laboratory, University of Washington. [HTML] [RTF]

Savage-Carmona, J., Billinghurst, M. and Holden, A. (1995). *Context Representation Used in Speech Recognition*. (Technical Report) Seattle: University of Washington, Human Interface Technology Lab.

Savage-Carmona, J., Holden, A. and Billinghurst, M. (1994). *A Hybrid System With Symbolic AI And Statistical Methods For Speech Recognition*. (Technical Report) Seattle: Human Interface Technology Lab.